
Title: Chapter One, Part 1

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First Chapter: Ancient
History to the Shattering
of the Gem

The circumstances at the utmost beginning of the world are wholly unknown to us. It may be that great civilizations rose and died leaving no trace we can tell, or that Sosaria was simply barren for eons. Whichever be the case, it eventually came to pass that two intelligent species dwelled in Sosaria: the Juka and the Meer. Known only recently to us, the Juka are a war-like reptilian race with a highly developed code of honor, while the Meer are feline, strongly gifted in magic, and have values centered upon reverence of ancestors. For millennia, they played out a war in ancient landscapes, yet never shifting the balance of power between them. Humans and gargoyles also existed in this world, but they were not of this world, having entered through moongates from places unknown. They were mere savages, though, and played no important role in history.

Whether early or late in the reign of the Meer I cannot tell, but they did come into contact with creatures long known in Britannia: the wisps. The

wisps are actually more properly called Xorinia, for it is in actuality but a single intelligence with many manifestations spanning countless worlds. In fact they seJuka and Meerem not wholly convinced by the concept of individuality, and have been known to assume all the individuals contacting them from any given dimension as parts of a vast entity like themselves. There is much more to tell about wisps, but at this point what is important is that the wisps provided to a Meer named Zog the spell known as Armageddon. Zog subsequently employed this spell, eradicating all life from Sosaria. It was not the wisps' intent to end all life - the spell was merely offered as an example of the extent of the wisps' knowledge. "Misuse of the sample information is suspected," according to the wisps.

Only wisps know how many lonely eons passed until life rose anew. It is said that the first new life in Sosaria was a great Yew tree, though one can only imagine how this could be known. Humans once again encountered the moongates that brought them to Sosaria. Rising out of some dark and primitive past these humans began to form tribes, and then kingdoms. At this time there were also other races: elves, dwarves, and bobbits, but their numbers were small. The gargoyles also returned, but lived underground, largely unknown to humans.

Eventually one kingdom rose in might above all the others and became an empire. This was the Esidin ShrineEsidin Empire. Esidin's power began by its will and martial prowess, but its greatest achievement and its sustainer was the Ancient Liturgy of Truth. This tradition was both a system of philosophy and of magical power that became the cornerstone of Esidin culture. The symbol of these beliefs was the ankh, and the Esidin built many shrines to Truth. The sum total of magical knowledge available today pales in comparison to what was known to the Esidin, but their knowledge was not perfect. Many magical creatures, including gazers, headless, reapers, corpors, and harpies, are believed to be unintended consequences of their ancient spells.

The continent of Ambrosia was at one time during the reign of the Esidin assaulted by meteorites and earthquakes to such an extent that it disappeared beneath rock and ocean. Yet, miraculously, some part of Ambrosia remained intact as a vast cavern beneath the earth. The Esidin took it upon themselves to craft magic to light the subterranean continent and to provide transportation to it, and so Ambrosia was repopulated. However, the means of transport were lost to the kingdoms of later centuries. In its long isolation, Ambrosia gave rise to Terathans and Ophidians. The secret

of these races' origin is known only to the Ophidian matriarch and her successor, and the two races war incessantly upon one another on account of this secret.

The reasons are not known in full, but over time the empire fractured and collapsed from within. More than one city of the Esidin simply vanished all at once leaving no trace. Among these the city of Wind. In various parts of the world, new feudal kingdoms rose to fill the vacuum of the empire. The shrines and moongates that the Esidin built remained fixtures of the landscape, but few reflected on the fate of their builders. Soon the Esidin were barely a rumor; however, the Liturgy of Truth was not abandoned, but rather sustained by dedicated believers who founded the city of Moon. During this time, some dissented from the Liturgy of Truth, believing that true enlightenment does not consist only of abstract ideas, but also in concern for fellow beings. This group became the Brotherhood of the Rose, and they settled in Yew.

The time of the rising of the new kingdoms leaves the first definite maps of the physical geography of Sosaria. The continents were entirely unlike those existing today. The main continents were these: Akalabeth, the Land of the Feudal Lords, the Land of Danger and Despair, and the Continent of the Dark

Unknown (and Ambrosia.)
On Akalabeth were
founded these cities:
Akalabeth (Map of
Akalabeth which became
Britain), Moon, Montor,
Paws, Fawn, Tune, Grey,
and Yew. The other
kingdoms were Olympus in
the Continent of the
Dark Unknown, the White
Dragon Kingdom in the
Land of Danger and
Despair, and the kingdoms
of Randorin and Barataria
in the Land of the Feudal
Lords.

In the time of
the new kingdoms, a
particular phenomenon
occurred, which was the
appearance of unusual
moongates from entirely
different worlds. Through
these moongates came a
number of unique
individuals. Through both
their qualities of
character and enduring
lifespans (through
differences in the passage
of time between Sosaria
and their homes) these
people grew to positions
of great prominence. They
include, at the least, Lord
British, Lord Blackthorn,
their jesters Chuckles
and Heckles, Iolo, Gwenno,
Shamino, and Dupre. When
Lord British arrived in
Sosaria, he found himself
in Akalabeth, ruled by
King Wolfgang. Wolfgang's
second son had an evil
heart and was called
Mondain. Mondain slew his
father and stole the
inheritance intended for
Wolfgang's first son: the
Sun Ruby. Through dark
arts, Mondain transformed
the Sun Ruby into the
Gem of Immortality. Aided
by the gem, Mondain
gathered armies of
creatures created or

summoned by magic to
plague Akalabeth. The
monsters created by
Mondain included the
lizardmen and ratmen,
while his apprentice Minax
created orcs, trolls,
ettins, and ogres. For
driving Mondain and his
hordes from Akalabeth,
Lord British was hailed
as the proper ruler of
Akalabeth, which became
Mondain known as Britain;
however, his strength was
not enough to destroy
Mondain. As Mondain's
understanding of the Gem
grew, he became well nigh
invincible. Seeing that
hope was nearly lost,
Lord British employed his
silver serpent medallion to
summon a new champion.

(See Cont. in Part 2)